

MECHANICAL MEMORIES MAGAZINE

ISSUE 66

MAY 2012



*The only UK magazine for collectors and enthusiasts of
vintage coin-operated amusement machines*

Mechanical Memories Magazine

Mechanical Memories Magazine is a subscriber magazine published monthly, except July and August. When subscribing, please forward your **Name, Address and Telephone number** to the address below and make cheques payable to Mechanical Memories Magazine.

You may also pay online at: www.pennymachines.co.uk/MMM.htm

Annual Subscription (10 issues)

UK £25 inc. UK postage (£26 by Paypal)

Europe £33 inc. airmail

Rest of the world £40 inc. airmail

(International subscriptions are only available by Paypal)

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Editorial

Hello again and welcome to the May issue of MMM. Now, having filled this page with my rant about Brighton in the last issue, I did promise that I would have something else to moan about this month. This time it's a little closer to home; namely this magazine, or specifically the cost of posting it (I'm sure you all knew it was coming, didn't you)? The monumental hike in the cost of second class stamps (on top of 10% rises in the last few years) now means that postage accounts for 20% of the UK subscription price, and it's even worse with international subscriptions.

There are two ways I can combat this: either raise the subscription price or increase the number of subscribers. I really don't want to go with the former, so for the time being UK subscriptions will remain at £25 (or £26 if you prefer the convenience of Paypal). Unfortunately, all new international subscriptions will have to go up. Most of the existing international subscribers have been loyal to the magazine for many years, in some cases from the time it was first published, so for all of you, renewals will remain as they are.

However, that still leaves me with the problem of attracting new subscribers (which is something I've always needed to do anyway, regardless of postage costs). There are a few things I can probably do to help promote the magazine, although time is always my biggest problem, but I shall do what I can in the coming months. In the meantime, if any of you know of anyone who might be interested, please try to introduce them to the magazine. And of course, if your own subscription is due for renewal, please do it!

On a brighter note, Brian King contacted me recently to let me know that he has now received a production sample of the magazine binders, which he is very pleased with. A batch of 100 is now in production, which should be ready in about a month. More details on page 23.

And finally, the old date gremlin's struck again! I've just realised that Nick Laister's Dreamland reports have all been dated 2011 this year. Apologies for that, especially to Nick, although I'm sure you're all used to it by now.

Until next time

All the best

Jerry

Dreamland

MARGATE

Save Dreamland Update May 2012

Project Update

The main scaffolding around Dreamland's Grade II*-listed Cinema building and fin has been removed now that repairs to the building's brick work are complete, rendering the building water-tight once more. Some scaffolding to the Hall By The Sea Road elevation will stay in place ready for urgent work to be carried out to the concrete windows.

Meanwhile we patiently await the Secretary of State's decision on the Council's Compulsory Purchase Order served on the landowners last July. News is anticipated around July this year. If this news goes our way, we will shortly thereafter be able to enter the site and start work on rebuilding the amusement park using the grant funding already secured.

Ace Cafe Margate Meltdown

Ace Café's Margate Meltdown arrives a week late this year due to the Royal Diamond Jubilee. Instead of arriving Whitsun Bank Holiday Monday the ride out to Margate will take place on the 4 June 2012.

The run departs the Ace Café, on London's North Circular Road, at 10.30am and streams into Margate an hour or so later. Marine Drive will be closed, as usual, and transformed into a stunning exhibition of some pretty impressive motor bikes and scooters – yes, the Rockers are happy to share the seaside with the Mods!

There will be no battles on the beaches, but there will be dancing in the Piazza to the Daytonas and DJs Guntrip and Ska from Noon along with stalls and general good fun in and around the harbour area.

Traditionally The Dreamland Trust has linked the Margate Meltdown with Carter's Steam Fair and its fabulous vintage arcade – unfortunately Carter's won't be in town this year due to the changes to the calendar and an invite to attend the Jubilee celebrations in London.

Celebrating Our Great British Youth Culture Heritage

The Dreamland Trust's Soul Town Weekend is a celebration of our great British Youth Culture Heritage and marks the 48th anniversary of the youth riots that took place in British seaside towns around the UK during Whitsun bank holiday weekend in 1964.

Margate found itself on the front pages of the national press reporting how violent clashes resulted in over 40 arrests and four men being jailed in the Margate Magistrates Court (now Margate Museum). In his summing up Chairman, Dr George Simpson, described the youths as; "...long-haired, mentally unstable, petty little hoodlums, these sawdust Caesars who can only find courage like rats hunting in packs, came to Margate with the avowed intent on interfering with the life and properties of its inhabitants." A speech later immortalised in the teen cult classic 1979 film, *Quadrophenia*.

Throughout the 1960s Dreamland was a major music venue supporting fledgling bands such as The Who, The Rolling Stones and the Yardbirds. Margate became a destination for young people to meet, parade and create their own unique style and culture.

This Whitsun weekend soul tunes will be played across various venues in Margate's iconic Old Town vintage quarter along with other activities including the DIY Jukebox – it does what it says on the tin - and special screenings of Dean Chalkleely's award winning film, *Young Souls*, plus his latest film, *The New Faces: A Short Film*. This, a documentary showcases the continuing popularity of the sixties-born youth cult and is a study of eight Mods bound together by a shared passion for smart dressing, rare soul, socialising and dancing.

Soul Town Weekend 2012 line up and venues can be found on the Dreamland Trust's website www.dreamlandmargate.com.

Nick Laister (Chairman, The Dreamland Trust)

Jan Leandro (Audience Development Officer)

www.dreamlandmargate.com

www.savedreamland.co.uk

The Story of Alton Towers

DVD

This is the story of Alton Towers today and yesterday. We take a privileged journey through images dating back to the 1870s - through film dating back to the 1920s and through the eyes of the present - to those who know and love Alton Towers today.

The Story of Alton Towers, as a place of fun, thrills and magic, began when Charles, the 15th Earl of Shrewsbury, first flung open the gates of his amazing ancestral estate to an awe-struck public - as far back as the 1830s! As his monument in the garden testifies, 'He Made The Desert Smile', and his great vision of a 'wonderland' with magnificent gardens and attractions such as the Chinese Pagoda Fountain and Swiss Cottage saw Alton Towers as a themed park - 120 years before Disneyland! All this set against an incredible Gothic mansion - worked upon by the great Austine Pugin - and one of the most splendid in the world!

Crowds have flocked to this magical place ever since - to the fairs, wakes and fireworks extravaganzas in the 1890s - through to the funfairs of the 1950s - and on to modern times, from the unveiling of The Corkscrew in 1980 through to the present.

We take a special look and ride upon, the remarkable gravity defying rides of today, such as Oblivion, Air, Nemesis and Rita Queen Of Speed, with fascinating insights from those such as Rollercoaster guru, John Wardley.

Re-live the magic and wonderment of nearly two centuries of Alton Towers!

Classification: Exempt from classification

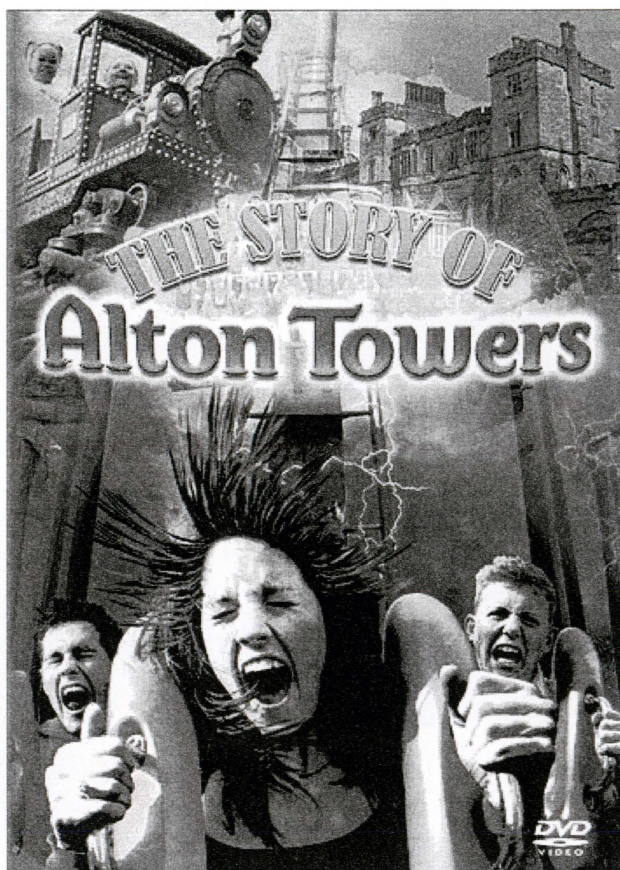
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Label: Beckmann Acquisitions

RRP: £15.31

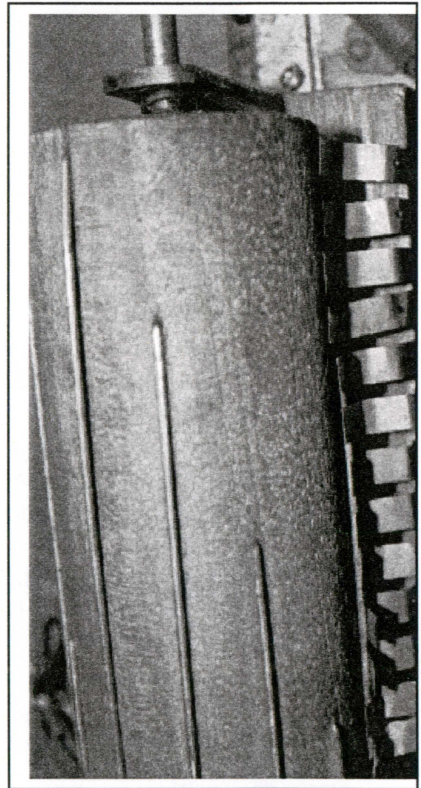
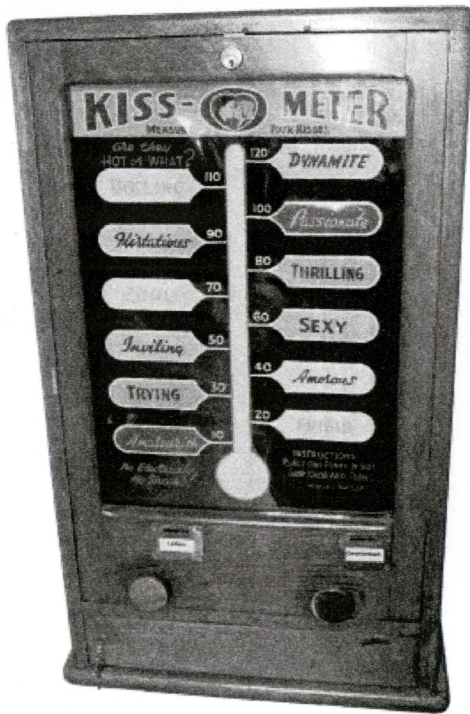
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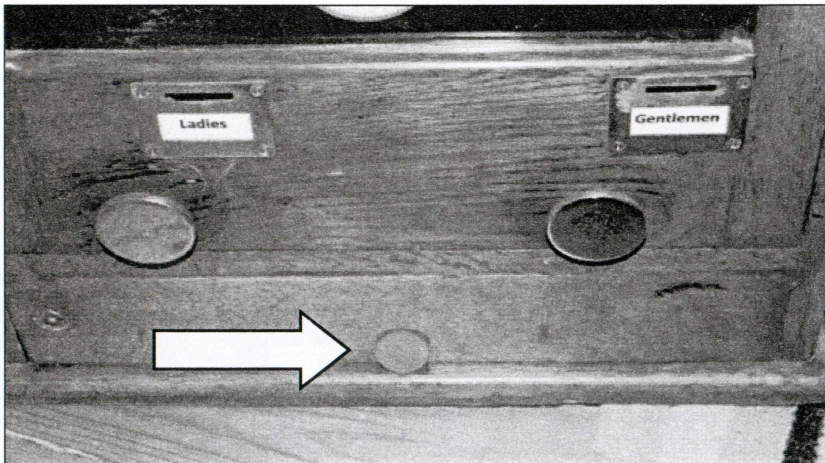
Oliver Whales Kiss O Meter

By Jeremy Clapham

I bought this machine at The Coventry Auction last year. I already had two other small Whales machines **Cupid** and **Personality**, and I fancied adding this larger one to the collection.

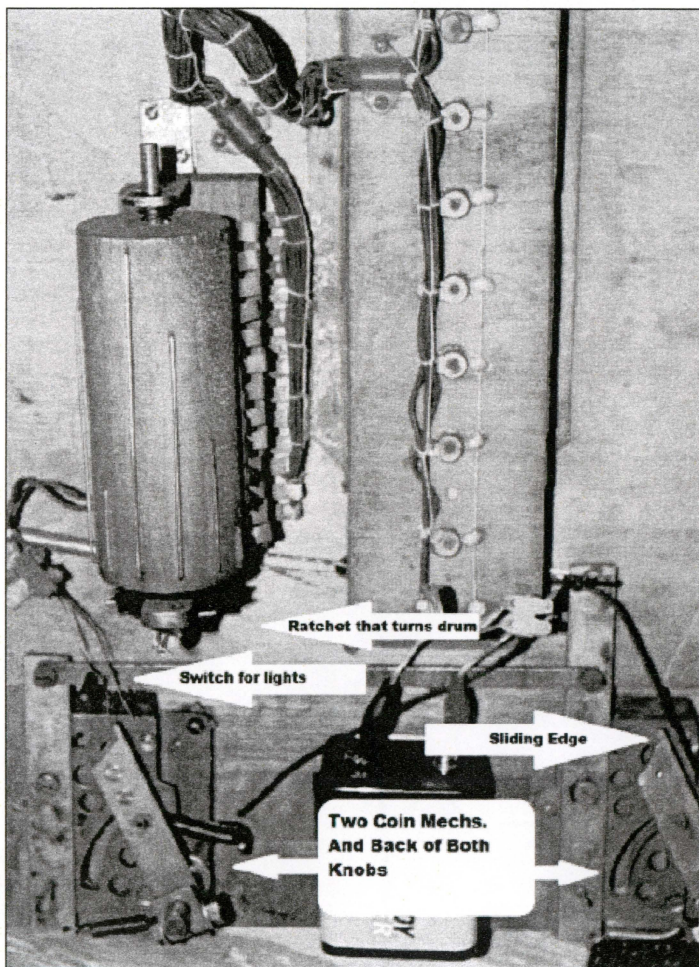
These have never demanded a very high price although they are housed in a large, attractive and solid wooden case. I had heard that they weren't overly popular with operators due to a design in the mechanism that tended to present difficulties especially for small hands. Although the operating knobs aren't small they are smooth and have a lot of levers to manoeuvre inside. In the picture below, I've placed a penny against the cash door for comparison. Incidentally isn't it interesting that there is more wear on the Gents side?

The attraction of this machine is that in play the thermometer doesn't just light up at the level that's next, it actually climbs up the stem as you turn the knob. This is achieved by a wooden drum that rotates to the next stage; it has vertical metal wires which in turn make connection with a row of copper strips. The length of the wire dictates how many switches it touches, which in turn dictates how far up the stem it lights. Because the switches are raked they come into contact one after the other. Clever eh?

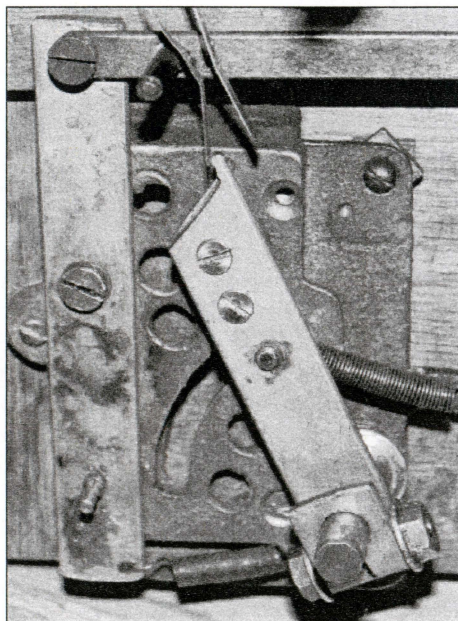


So in theory it's all quite simple, so why the difficulty? Note the connecting horizontal lever that joins both coin mechanisms. So when in play you can see that turning either smooth metal knob acts on a lot of levers, switches and ratchets.

There are two design issues that add friction. One is the item marked sliding edge. The act of turning the knob swings that edge down to engage with a horizontal pin positioned on the vertical, spring loaded lever which holds the coin in place and is also attached to the connecting horizontal lever that joins both coin mechanisms. That in turn acts on a 'pull' which travels behind the lamp bracket and acts on the ratchet that turns the drum. The leading edge is steep and if the ratchet isn't loose then those two issues alone make it most difficult to complete the cycle.



I stripped out every moving part and degreased, as old grease is sticky. I oiled all moving parts, re-tensioned the 'pull' to the ratchet so it coincided with the switch closing and the coin passing through each gate. Most importantly, I filed the sliding edge so it was less severe. Making it more rounded did the trick.



Now both sides are smooth enough even for a child to operate. One thing I haven't done yet but will do next is to glue strips of fine sandpaper between the vertical metal wires on the wooden drum. That way the contacts will be self cleaning as the machine is played.

I took a couple of months thinking this one out as I wanted to keep it all original and didn't want to re-engineer anything. Especially being Oliver Whales I was sure that enough original design had been put into it and it was only a case of tweaking things.

It's now had three hundred pennies through it and if anything it's getting even better. So if you fancy Kiss O Meter, don't be put off by their reputation. If anyone has one of these machines and wants to chat further, just mail me through Pennymachines.co.uk or via this magazine.

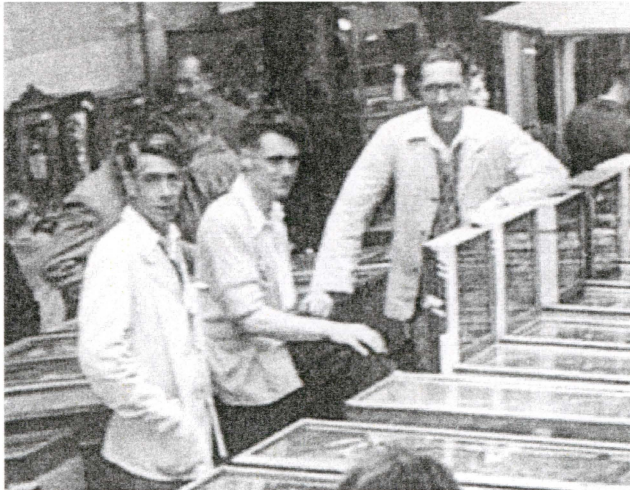
Jeremy Clapham

The Attendants

By Robert Rowland

Today, I am looking back at the amusement arcade attendants; those men in their brown or white coats who patrolled the local arcades here in Mablethorpe in the mid 1960s. Most of these attendants were hell-bent on throwing me and my friends out of their arcades – why were these people so keen to show their authority? It wasn't just one particular local arcade, it was virtually all of them. Let's look back at some of the incidents that really happened to me over forty-five years ago.

Funland had two older attendants, Johnny and Len, who were OK most of the time. However, the biggest threat in Funland came from a little woman with glasses called Mary who worked in the office at the rear of the arcade. Often, she was stood at the office door, looking out into the arcade. The moment she saw me, she was out of that door and chasing me through the arcade. Once she chased me beyond the entrance of the arcade and out into the crowds in the High Street. She also used to sneak up on you from behind and I really had to be on the alert. One day I was in Funland with my mother playing the slots. As I was collecting some pennies from a win, she appeared from nowhere and grabbed me. Of course, when she saw mother she let go and made her way back to the office. When in the arcade by myself or with a friend, I was never actually caught by Mary but I did know a boy who she caught and dragged into the



Three of the attendants in Jacksons Radio arcade, 1950s

office. He came out in tears and reported that Mary and the boss had taken all his money from him. They both then warned him that if he ever set foot in the arcade again the police would be informed. This was all very scary at the time. Why was she like this? She was only an office worker!

There were three attendants in Jacksons Radio arcade, two of them were fine, but the number one attendant called Noel was a nightmare for most local kids. He would follow you around his arcade and stand behind you; I think the only word he knew was "OUT!" A friend and I were thrown out by Noel on many occasions, and we had done nothing wrong. In a previous article in MMM (Issue 58) the very same attendant is mentioned in the 1950s. Maybe the local kids of the '50s set the trend for my friends and me some ten years later. Or maybe he just had a disliking for local kids.

Marine Pastimes in my opinion was the best arcade in town, with four regular attendants: Bert, Bill, Eric and Sid. The big problem was Sid, a tall thin chap in his fifties. In a span of over five years, he waged a full-scale war against me and my mates. The only time we were safe in Marine was when we were with our parents. Even then, one day Sid had the Gaul to just walk up and switch off the Brenco Wheel of Fortune whilst my mother and me were playing it. He just walked off and said nothing.

Sid was on the lookout for my friends and me every day. When he saw us he would raise a finger and shout "Get out!" On occasions, he would move out of his 'Change Given Here' area to chase us out of the front entrance. His Thursday half-day off was very eagerly awaited each week. We waited in the next street for Sid to come out of the arcade with his pushbike and ride off up the street towards his home. Then into Marine we went. When he wasn't there, we were more or less left alone to have our fun playing the slots. After Sid retired in the mid seventies, one day I was in Marine and Sid popped in to see his ex workmates. When he spotted me, he told me to get out (even though he wasn't working there anymore). Of course, I was not a kid anymore and I told Sid where to go. Oh if looks could kill! He was powerless and it must have really hurt him. Sid just had it in for local kids – what made him act like that?

Thinking back to the 1960s, maybe the attendants were just very loyal to the people who employed them, because back then jobs in seaside resorts like Mablethorpe were very scarce indeed. The attendants were kept on all year round, even though their arcades were not open in the winter months.

I now realise that some kids did do things to the machines that were wrong, like banging the penny pushers or kneeling the large Moonraker machine (see MMM Issue 33 for picture). Despite this, at the time it seemed so unfair to keep on being thrown out of most local arcades for nothing, although I must admit there was a slight element of excitement – trying to outwit the attendants. OK, I do see things a little differently today, but I still don't fully understand some of the attendants' actions at the time, and I probably never will.

Robert Rowland

The Good, the Bad, and the Ugly

Part 1

By John Peterson

I have been collecting British coin-operated games for almost twenty years. It started modestly enough with an impulse purchase of an Oliver Whales allwin from an antique mall in Atlanta, Georgia in 1993. I had no idea what the machine was, what it did or who made it. After ignoring the game for over a year, I cleaned it up and began researching to see what I could find about this mysterious alien. The internet was still relatively new at this stage and there were no American books that referenced these foreign objects.

Over time, with dogged persistence and my first computer, I began meeting an ever-growing merry band of English collectors who became my friends as well as my brain trust. They guided me in my quest for knowledge while supporting my growing enthusiasm for English arcade. Over time, my collection increased in proportion to my knowledge. I slowly transitioned from the stage of thinking "What am I thinking?" to "Holy cow, here's another great game I cannot live without." You can identify with this; it's the common evolution in the development of a dedicated collector.

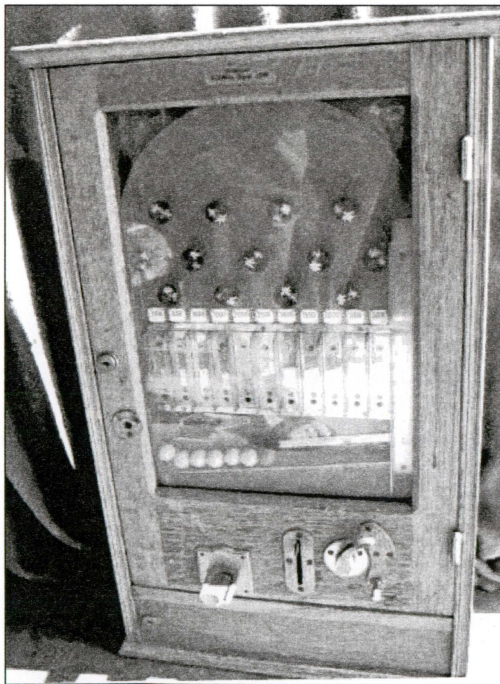
My love of the British coin-op stems in part from the whimsical nature of many of the themes around which individual games are built. I like the simplicity of many of the mechanisms. I also like the fact that there is little historical information available about most of the manufacturers. This last fact appeals to the research side of my personality. Discovering who made a particular game is part of the fun. I enjoy the challenge of figuring out correct attribution and then sharing that knowledge so that the body of knowledge surrounding these cultural touchstones is ever increasing.

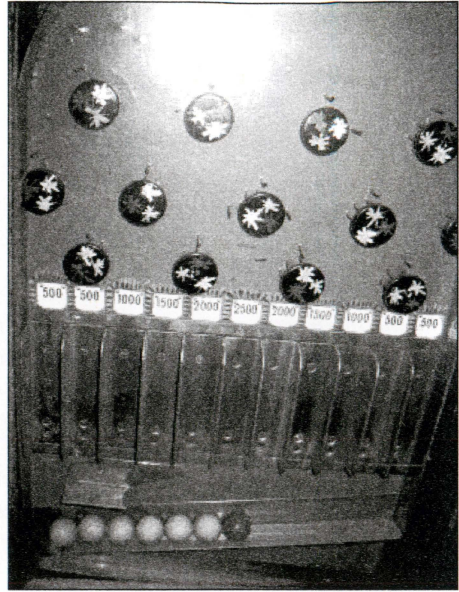
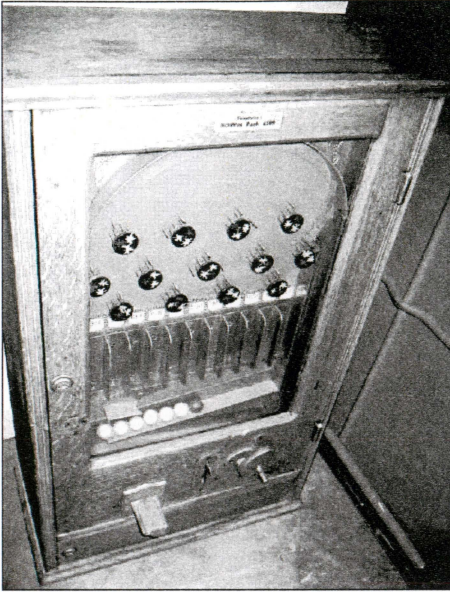
To that end, I am almost always more than willing to supply my expertise with my fellow Americans. I say 'almost always' for I purchase the majority of my games on Ebay. If I spot a truly unique machine that is misidentified, one that calls to me, I am unlikely to write the seller and set them straight. Like everyone else, I hope to snatch up the piece at a bargain price.

Those events are increasingly rare. The majority of the time, when I see a British game on Ebay lacking proper identification, I write and offer up what I hope is helpful information. Most sellers are grateful for the help. A few never respond; they are usually the ones who have misidentified the game as being more valuable than what it truly is, of course. I never lie; I never deliberately mislead and I always follow up on promised action. This is who I am and it has served me well. Until the story today.

The pictures shown below and on the following page are all that were posted in the Ebay offering entitled: **"It's like Pachinko Machine but Not! Very Unusual. Look!"** The pitch offered the following information:

"Is it Pachinko, or could it Be England's version of Pachinko? I don't know. You tell me. I can't tell you anything about this machine other than it is unique, old, and very rare. It is marked 'Bowes Park' 6509. I googled Bowes Park and it is in London. I do not have a key, but it is easy to get one made. The back is wood, and held together with phillips screws. I have not taken it off to look inside. The case itself looks like oak, and the game balls do not look steel like a Pachinko machine, and are quite a bit larger. It is ok and unique. A dealer looked at it and said it was worth anywhere from \$350 to \$1,200, and is quite collectible, but he didn't give me any more info on it. The game measures 32" H x 19" W x 9" D with the coin slot of 4" making it 13" (for shipping purposes). It weighs just over 50 lbs. It was found in the storage unit of an 85 year old man who passes away. I really don't think I would be able to ship, so don't bid unless you can pick it up. Please email me with any questions. Thanks. Note: Since people are asking about shipping, I have spoken to the UPS store near me. He said that it would cost approx. \$25 to package it, and about \$61.09 to send. He based this on a Aborn, MN Zip code of 55702, so it could differ a bit for other areas."





I offer the story through the series of emails that the seller and I exchanged. **‘J’** will be me; **‘S’** will be the seller. I initiated the dialogue while the auction was ongoing. The opening ‘ask’ bid was \$350 and there were no bidders at the start of our correspondence. The emails are transcribed as written and received, misspelling and grammar mistakes uncorrected but with personal information deleted.

The Good

J Hi ****, Can you tell me anything about the operation of this game? I assume the lever on the right launches the balls. How are they released? What if one lands in the targets on the upper playfield? What about that vertical lever in the centre, bottom? Can you tell what coin is uses? Any other info would be appreciated. Also, you're Thousand Oaks, CA? Thanks.

S Great Questions! It takes nickels. The lever in the centre next to the coin slot releases the balls to the bottom. The ‘flipper’ to the right of that sends the balls to the upper play area. There are 6 white balls and 1 red ball. I don't know how it scores unless there is a battery inside. I think it may be from England but can't be sure. Sorry I couldn't tell you more.

J ****, thank you for the speedy reply! If you don't mind, a few more quick questions. Are those circles on the top of the playfield flat against the field or do they stick out so that a ball can fall into them? I can't tell from the photos. If the ball can fall inside the game, how are they released for the next game? Does the game actually play if you put in a nickel? By play, I mean does it do what you described, allowing the player to release the balls so they may be shot onto the playfield? There is a metal circle just under the upper lock on the front door. Is there a button in the centre? Does it do anything that you can tell? Thanks! As you can tell, I'm definitely interested. Kind regards,

S Just added a note in the listing about shipping AND professional packaging. They wanted a zip code, so I just picked one. To answer your questions...Yes, after your previous question, I went out with several coins. The nickel was a perfect fit (making this game seem older than I thought). I put it in and did all the stuff I described previously. That is the only way I would know. The metal circle by the lock has a little hole in the centre. I believe it had a lever there to pull open the door open after you unlocked it, but that is missing. It is the same circle that is under the "flipper" lever. The circles on the top are not flat. They stick out and have pins around them (kind of like pinball). Nothing falls through them though. The ball hits them and then goes down one of the metal tracks below, and then to the area that they started in. Ask as many questions as you like, and I will do my best to answer them.

J ****, thank you again for your information. In the pictures on Ebay, as shown, there is nothing that prevents the balls from falling through the scoring chutes and landing where the pictures show them, on that bottom ledge. I'm pretty sure there are individual "fingers" that protrude out at the bottom of each chute. These little rods catch the falling balls in the individual chutes, allowing for the score to be added up at the end of the game. At the beginning of the next game, the fingers are then pulled back to allow the balls to drop to the bottom ledge. Am I correct in this? If so, what pulls away the fingers? The lever in the centre of the door or pushing in the coin mechanism with a nickel in place? I apologize for the questions but my biggest concern is that there may be pieces of the internal mechanism missing. Without being able to see inside, I can only try and understand from the current operation of the game if it is complete. Thanks! Kind regards,

S am not sure how to answer this question. Like I said, I don't know anything about this game (or other games). Your questions have been a learning experience for me on it. I know more now than I did when I listed it. I am just not sure how much more I can tell you. When you use the flipper on the ball, it goes up and hits the top and then goes down one of the individual chutes and ends up on the very bottom UNDER the area where you see the balls now. When all of them get below, I guess you press the release button to start again. I don't think we will know exactly how it plays unless we know what it is, and that I haven't been able to find that out. This is another reason I put local pick up, so a person could come and look at it if they chose to.

J Hi ****, Your game is an amusement game but one that would also double as a gambling machine. To work as a gambler, the players would have to be able to bet against each other as to which would be able to attain the highest score. To be able to count the score of each player at the end of individual games, the balls would have to be trapped in the individual chutes so the numbers could be tallied up. If you look closely at your game, at the bottom of the vertical chutes, below the lower screw holding that chute in place, you will see a hole in the centre of the chute, right at the bottom of the metal. If the game is playing correctly, a small "finger-pin" would come out that hole to block the chute and catch the falling balls as the game was being played. Without that finger-pin blocking the bottom of the chutes, the balls fall through, preventing scoring. Without scoring, there is no betting. Without the ability to bet on the outcome, the game would not have sold. Normally, the finger-pins are retracted with the activation of the game. In this case, I thought it might be the act of pushing in the coin slide with a nickel that retracted the finger-pins. It may also have been activated by a pin in the middle of that metal circle we talked about earlier. There should be a push-button in the centre that does something; like retracting the finger-pins below the chutes. Your game is missing that button. It's clear the game is not working as it should. Unless they're missing (a significant problem if true,) the finger-pins are retracted inside the game and are not releasing as they should to come out at the beginning of a new game. Try pulling out the coin slide (which I'm sure you have already done since you put some nickels through it already). If pulling out the coin slide does not bring those finger-pins into place, something else is wrong or missing. Would there be any chance you could removed the screws from the back board of the game, remove the board and take a picture of the interior mechanism? That picture could tell me a lot. Thanks for your help on this, ****. I'm a collector of British machines with over 100 British games, some going back to before 1900. I have a game that is similar to yours but not exactly the same. I'm interested in your game too but bidding on an incomplete game is always an unknown risk. The more information you can provide, the lower the risk to me or any other purchaser. Kind regards.

S I tried taking screws off the back yesterday, and when it was loose enough up top, I looked, and it looks as the play area is inside another type of case. I couldn't get the screws off the bottom, so I couldn't get it off completely. I will go out and look at the metal chutes again and let you know what I see

J ****. You're terrific!

S I just went out with another nickel. The balls dropped to the bottom. I watched for the pins under the metal chutes. You are right. I could see them "trying" to come out in the first two, but I couldn't see them in the others. My "guess" is that maybe someone needs to go inside and clean and oil so the moving parts will work. This game has probably been sitting in the garage for 30+ years.

That is my guess, but I did see what you meant. If there was a key, we could probably open it and see if there was something we could do. There is another key lock on the bottom where maybe the money would be? Almost looks like a drawer. There are 8 people watching this thing; I wish one of them would tell me what it is called and when it was made.

J Thanks, ****. I'm not aware of a specific name for these type games. They're referred to as "amusement games" among collectors. My best guess is this game was made in England (as you correctly identified) sometime in the 1950's or early 60's. Most British games were "payout" games, like our slot machines. Unlike here in America, the British had much stronger laws against "games of chance" (slots) and the payout on British machines usually resulted in you just getting back the penny you used to play the game. So, they really were amusement more than gambling.

S Hi. And thank you for information that you provided and making me more aware of what it does.

J ****, Since there have been no bids, do you have any interest in a "buy it now" transaction? I would offer \$450 plus shipping if you're interested. Thanks.

S cant change it to a buy-it-now unless end the auction and re-list it. I also have it on Craig's List for \$650 or best offer With ebay there is the commission too (unless you look at it on Craigs list and buy it from that) I had a guy write to me about a juke box I put on eBay last year, and it was also on Craigs list. He wrote me first on eBay and then he saw the Craigs List ad. So he came over and bought it (He was only 10 minutes down the road, so it worked well for both of us). I have an appointment right now, so let me get back to you later today if that's ok?

J That's fine ****. I'll wait to hear from your later. You're obviously an honest seller so I'd have no problem buying from you directly, independent of Ebay. I'd pay upfront, of course. Thanks.

S I will be leaving for a meeting in less than an hour, and probably wont be home till about 9:00 (California time). If you want to do this, we can handle it all in the morning, or after I get home tonight if you wish (unless I hear from you before I leave). I am a secretary for Homeowners Associations Board Meetings, and I have one tonight. The pay me through Paypal on my PERSONAL account so that no commission is taken out of my jobs by PayPal. Every once in a while, I sell boxing items, and posters that I inherited when my nephew died to people I met through eBay, and they pay me through this account also. They fist bought from me on Ebay, and then I gave them lists of what I had, and I still have repeat customers from that (so I have references if you need them). Through my personal account you have to mark it gift or personal because if it is marked goods or ebay sale, they charge me double.

If this is understood, you can send it to my personal paypal account at**** Don't write to me on that account though because I never check email unless I am expecting something. It was only set up to get paid for my jobs. If you decide to do that, drop me a line here and let me know. Then I will look in the other email account and go tomorrow for packaging. I have a question though. How do we keep the balls from rolling around during shipping since we have no key to open it up and remove them?

J Hi ****, Good deal; we're on at \$450. Plus shipping costs. Your plan about having UPS pack and then checking to get the lowest cost shipping is much appreciated. Tomorrow morning after getting your OK, I will make the Paypal payment of \$450 to your personal account, marking it as a present. Once you know the packing and shipping costs, I will then send the remaining amount thru Paypal again, all before you ship the game. Don't worry about the balls rolling around. They're inside a closed space and will do no harm. I think you're right about it formerly having some type of sign or top piece. The different coloration of the wood show where it would have sat. Thanks for accepting my offer, ****. I write articles for several coin-op magazines, both here and in England. I think your game is going to be a future article, assuming I can get some more information. If you need to call, my telephone number is: ****. Thanks, and have a good meeting! Regards,

S Thank you. worried about the balls rolling around under the glass, but I don't think the balls are metal, and I guess they roll in the game anyway. Yes....once UPS packs it, I will have exactly weight and dimensions to get quotes. That is what I did with the wheat mill. This is the UPS Store. UPS themselves don't pack. The UPS store wanted \$184 to ship it ground. I only got \$130 for it. I ended up paying \$20 for packing at the UPS store and \$52.30 for USPS parcel post mail. It went to Alaska. They UPS store adds to the shipping cost to make money. Once it is packed, I can check my UPS account, my Fedex account and Mail, and print the shipping and go drop it off. I will let you know as soon as I get the prices in the a.m. Well, I am out of here. I don't have time to end the auction right now. I will do it when payment is received. If anyone bids, I can still cancel it. Not to worry. Oh, and my phone number is ****.

J Hi ***, Plan #2. I just sent you the \$450 which you will see in your Paypal account. That should allow you to get to the shipping portion with no delay. My Address: **** Thanks, ****

S I will go out in the morning and email you as soon as I find out who I am sending through. If it is Fedex or UPS, I can have them email you with tracking updates. I just cancelled the auction. There were 13 watchers now, but no bidders. If they wait till the just before an auction ends like most seem to do now days, then they will lose out most of the time. to you tomorrow.

The Bad

S I just had two of the watchers write and ask about the game and why I took it off line. One asked if it was still available and offered \$650. I really debated whether I wanted to take it off after only having it online for 2 days, but I did. Anyway, I told them I sold it to someone on Craigs List.

S This morning I got up and had all kinds of interesting emails (people are coming out of the woodwork now that I cancelled). I had several inquiries, two more offers, and more information on the game. I am debating on whether to return your money and give this another try. I don't want to be a flake and cancel the deal, but my sister (who by the way gets half of the money because it had belonged to her husband) said I should have listened to the dealer who said it was worth up to \$1200. Now she is mad at me. Before I accepted your offer, I wrote to a guy in England who deals in vintage games. He hadn't answered me until this morning. This is a cut and paste of what he said:

"It was made by BMCo, who made lots of similar games to this in the 1930s. BMCo machines are well sought after in the UK, particularly the rarer ones like this. If this were to come up for sale in the UK, I would estimate that it would fetch around 1000 GBP."

I looked up the conversion, and this is what I found: 1,000.00 GBP = 1,520.06 USD. I am going to get it packaged anyway, and will think about it some more, and talk to my sister again. I may just have to relist it with a much higher buy-it-now. I hope you understand if I decide I can't do it. I have sold stuff for years, and I always stuck to what I have said, except this is a lot of difference in price. If I decide to go thru with our deal, I will let you know this afternoon. It seems it is worth 3 times the \$450, and I hate to just let that go.

To be continued next month.

John Peterson, USA

Bryans Machines Anagrams

I hope you all enjoyed unscrabbling the Bryans anagrams last month – some of them were difficult weren't they? Now, I bet you're all thinking "yeah, but you had the answers, didn't you?" Well, that's not entirely true. After last month's magazines were posted, I deleted Cyril's original email (with the answers) – Plonker! I didn't realise what I'd done until a couple of days ago when the usual rush was on to get the magazine to the printers. I then also realised that I had subsequently emptied the Deleted Items folder – double Plonker!

Anyway, as you can see below, so as not to let you all down, I've worked them out myself. I hope you appreciate my efforts.

Jerry

- | | |
|----------------------|------------------|
| 1. CARNAL SQUEALER | All Square Crane |
| 2. RAPID MAY | Payramid |
| 3. WIT OF BLUR | Fruit Bowl |
| 4. NUDE LUMP | Pendulum |
| 5. EVER RATE | Retreeva |
| 6. DISHEARTEN RUDE | Hidden Treasure |
| 7. VIEW FUN | Five Win |
| 8. WELL COW VET NICK | Twelve Win Clock |
| 9. PAWING | Gapwin |
| 10. ELSE SEVEN | Elevenes |

P.S. OK, I'll come clean, I didn't work them out myself, I did the only sensible thing – I got someone else to do it! Thanks Kevin.

Mechanical Memories Magazine Binders

A batch of 100 binders is currently being produced. Brian will contact those who pledged support in the first instance. Once they have been supplied, the remaining binders will be available for general sale.

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oldpenny@sky.com

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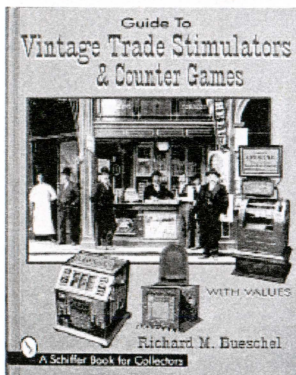
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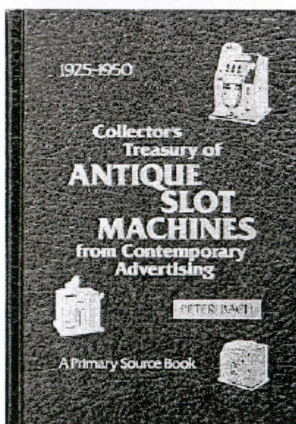
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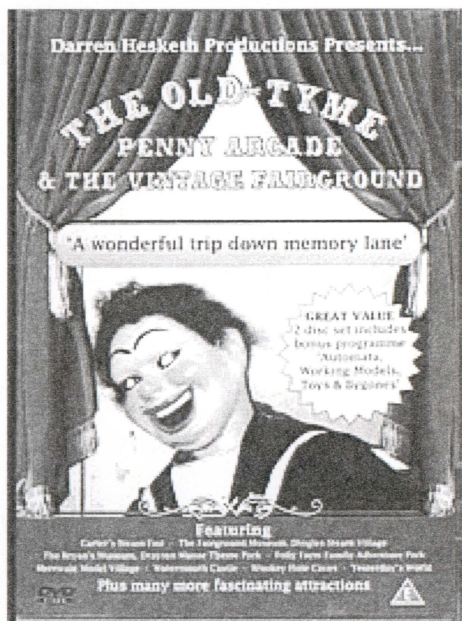
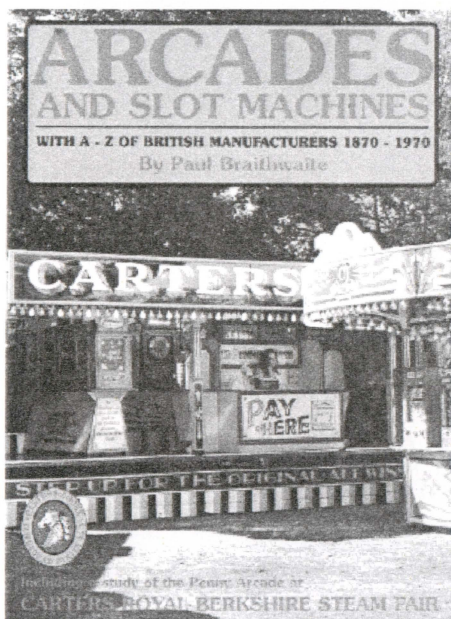
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